# **Alder Coppice Primary School - Knowledge Organiser**

**Art & Design** 

Year 5

**Unit 3 Painting and 3D Art** 

# What I Should Already Know

# **Skills and Enquiry**

# **Unit Specific Vocabulary**

#### Painting and 3D Art

- To know how to sculpt clay and other mouldable materials.
- > To know how to print onto different materials using at least four colours.
- To adapt and refine ideas.

#### Study of great artists

- To question and make observations about starting points and respond positively to suggestions.
- > To learn to use photography develop art.

## What I should know by the end of the Unit

#### Painting and 3D Art

- To use digital technology as sources for developing ideas.
- > To use brush techniques and qualities of paint to create texture.
- > To use qualities of watercolour and acrylic paint to create visually interesting pieces.

### Range of Artists

- To research the work of an artist and use their work to replicate a style.
- > To begin to develop a fluent grasp of visual language.

#### **ARTIST:**

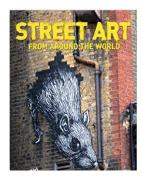
#### Banksy - Unknown Identitiy



# Key Question: How can I use a variety of techniques to add different effects?







**Mood** – the atmosphere of the painting or art and the feelings that are expressed

**Colour Wheel** – a circle with different coloured sectors used to show the relationship between colours.

**Tints** – a shade or variety of colour

**Shades** – a colour described as how light or dark it is.

**Warm Colours** – used to describe vivid or bold colours, such as red, yellow or orange.

**Cool Colours** – used to describe a calm colour, such as blue or green.

**Sweep** – a long swift curving movement

Dab - a small amount of something

**Bold** - Strong

Light - how bright something is

Dark - how dull something is

**Texture** – give something a rough or uneven appearance

Digital – involving the use of computer technology

**Foreground** – the part of the view nearest to the observer

Background – the part of the view furthest away from the observer

**Middle ground** – the middle distance of a painting or photograph/view

**Installation** – large scale construction usually for a specific place or for a temporary period of time.

Printing - transferring an image

Emotion – a strong feeling

**Stencil** – a technique used for passing ink through holes cut in card onto a surface to be decorated